This listing of claims will replace all prior versions, and listings of claims in the application.

LISTING OF CLAIMS:

1.   (Currently Amended)   A method for ~~sending and receiving~~ transmitting multimedia ~~transmissions~~ content comprising audio data and video data between ~~two or more clients,~~ a server computer and a client computer over a network, the method comprising the steps of:

measuring a maximum bandwidth value on a connection between ~~a~~ the client computer and ~~a~~ the server computer;

~~transmitting multimedia data at or below the maximum bandwidth value from the server to the first client; and~~

separating the multimedia content into audio media blocks and video media blocks;

determining the optimal packet size and optimal packet interval for packets containing audio media blocks and video media blocks for the transmission of the multimedia data over the network;

transmitting the multimedia content from the server computer to the client computer using the optimal packet size and optimal packet interval;

adjusting the maximum bandwidth value based on the latency value by first transmitting only audio media blocks if the maximum bandwidth value is less than the latency value, and then transmitting a number of video media

blocks if the adjusted maximum bandwidth level is greater than the latency

value when only audio media blocks are transmitted.

2.   (Currently Amended)   A system for sending and receiving multimedia

transmissions between two or more clients wherein each client generates and receives

audio and video data, the system comprising:

a server for receiving the audio and video data from a connection to the first client

and transmitting the audio and video data over a connection to the second

client, wherein the server dynamically determines a bandwidth at which

the second client can receive the audio and video data and transmits the

audio and video data to the second client at or below the determined

bandwidth, and wherein the server includes a bandwidth regulator that

transmits only the audio data to the second client if the audio and video

data exceeds the determined bandwidth.